Assignment 10-3 Identify identifiers of C++ programs 3

An identifier is a series of characters consisting of letters, digits and underscores (_) that does not begin with a digit. You are given a syntactically correct C++ program, and you'll have to find out all non-keyword identifiers.

Input

The input consists of exactly one line with a file name. The corresponding file which contains a syntactically correct C++ program. For the sake of simplicity, we suppose that, in this cpp file, all comments are *single-line comments* which begin with //.

Output

You are to output a text file which consists of all non-keyword identifiers in the inputted cpp file.

```
Sample Input (the content of a cpp file) test1.cpp
```

The contents of the file test1.cpp is as follows:

```
#include <iostream>
#include <fstream>
#include <cstring>
#include <vector>
using namespace::std;
// reads in a C++ program from a cpp file, and put it to the vector program
void load( vector< char * > &program );
// deletes the comment beginning with "//" from sourceLine if any
void delComment( char *sourceLine );
// deletes all string constants from sourceLine
void delStrConsts( char *sourceLine );
// deletes all character constants from sourceLine
void delCharConsts( char *sourceLine );
// extracts all identifiers from sourceLine, and
// put them into the vector identifiers
void extractIdentifiers( char *sourceLine, vector< char * > &identifiers );
// stores all non-keyword strings in the vector identifiers into a text file
void store( vector< char * > &identifiers );
// returns true if and only if str is a C++ keyword
bool keyword( char str[] );
// returns true iff identifiers[ pos ] belongs to identifiers[ 0 .. pos-1 ]
bool duplicate( vector< char * > &identifiers, int pos );
```

```
"static", "struct", "switch", "typedef",
"union", "unsigned", "void", "volatile",
"while", "bool", "catch", "class",
"const_cast", "delete", "dynamic_cast",
"explicit", "false", "friend", "inline",
"mutable", "namespace", "new", "operator",
"private", "protected", "public",
"reinterpret_cast", "static_cast", "template",
"this", "throw", "true", "try", "typeid",
"typename", "using", "virtual", "include" };
int main()
    vector< char * > program;
    // reads in a C++ program from a cpp file, and put it to the vector program
    load( program );
    vector< char * > identifiers;
    for( size_t i = 0; i < program.size(); i++ )</pre>
delComment( program[ i ] ); // deletes the comment beginning with "//"
from program[ i ]
        delStrConsts( program[ i ] ); // deletes all string constants from
program[ i ]
        delCharConsts( program[ i ] ); // deletes all character constants from
program[ i ]
        if( strcmp( program[ i ], "" ) != 0 )
  extractIdentifiers( program[ i ], identifiers );
  // extracts all identifiers from program[ i ], and put them into the
vector identifiers
}
// stores all non-keyword strings in the vector identifiers into a text
file
    store( identifiers );
    for( size_t i = 0; i < identifiers.size(); i++ )
  delete[] identifiers[ i ];</pre>
    for( size_t i = 0; i < program.size(); i++ )
  delete[] program[ i ];</pre>
void load( vector< char * > &program )
}
void delComment( char *sourceLine )
    size_t length = strlen( sourceLine );
    if( length > 1 )
   for( size_t i = 0; i < length - 1; i++ )
      if( sourceLine[ i ] == '/' && sourceLine[ i + 1 ] == '/' )</pre>
                sourceLine[ i ] = '\0';
                return;
            }
void delStrConsts( char *sourceLine )
```

}

```
void delCharConsts( char *sourceLine )
{
}
void extractIdentifiers( char *sourceLine, vector< char * > &identifiers )
}
void store( vector< char * > &identifiers )
}
bool keyword( char str[] )
   size_t numKeywords = sizeof( keywords ) / 20;
for( size_t i = 0; i < numKeywords; i++ )
  if( strcmp( keywords[ i ], str ) == 0 )</pre>
         return true;
   return false;
}
bool duplicate( vector< char * > &identifiers, int pos )
   for( int i = 0; i < pos; i++ )
  if( strcmp( identifiers[ i ], identifiers[ pos ] ) == 0 )
    return true;</pre>
   return false;
}
```